Unity-SCORM Integration

I/ITSEC 2011

Rob Chadwick – ADL Technical Team
Contractor with Katmai

Jonathan Poltrack – ADL Technical Team
Contractor with Problem Solutions

Overview

- ADL Tech Team R&D Effort
- Web-based Simulation & SCORM
- Supports SCORM Version 1.2 and SCORM 2004

Architecture
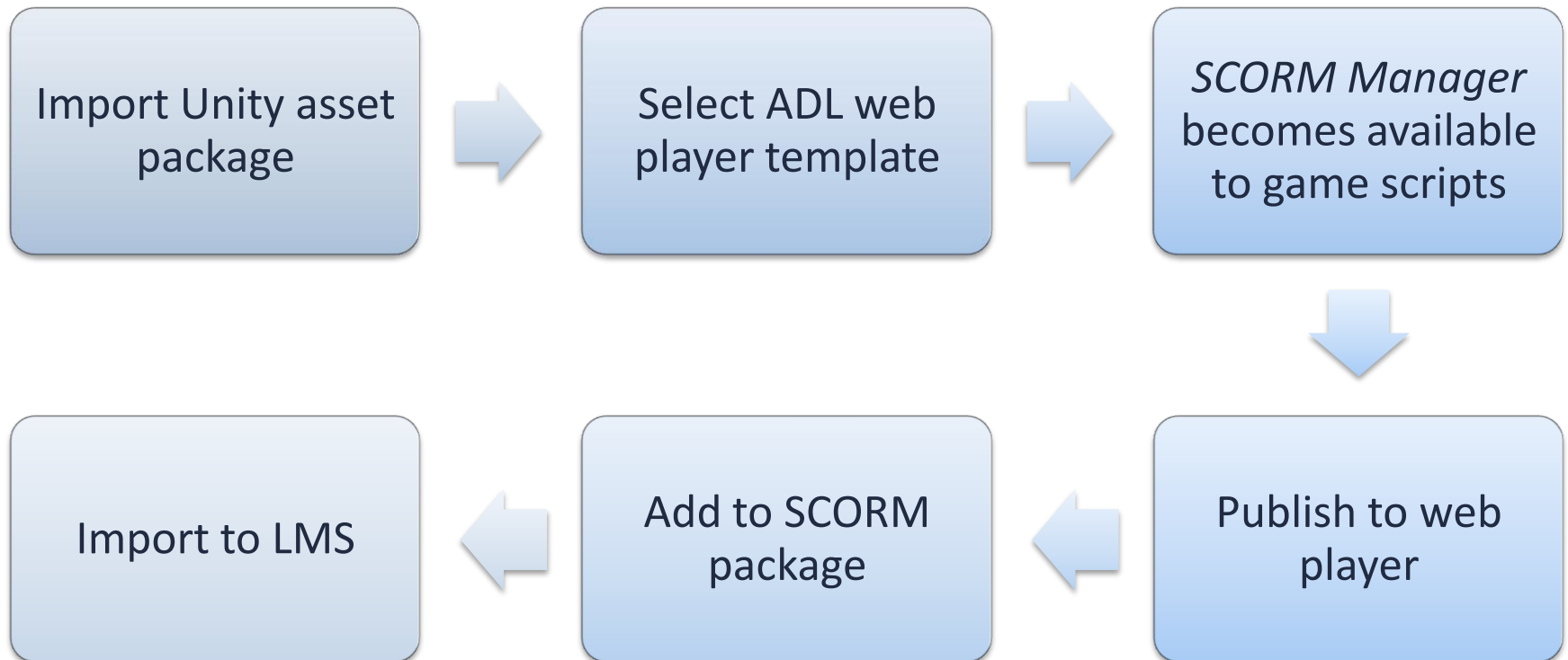
Moodle, Sakai, Plateau, Rustici, Meridian, etc.

The Unity Simulation runs within a web player template which hosts the SCORM API Wrapper, a JavaScript library.

The Unity/SCORM integration kit communicates with the API Wrapper to read data from the LMS.

SCORM 2004 / 1.2 API

Unity / Browser Bridge

unity 3

Use

Import Unity asset package → Select ADL web player template → *SCORM Manager* becomes available to game scripts → Publish to web player → Add to SCORM package → Import to LMS

Static Method Examples

- ## GetLearnerName()
  Gets the learner's name from the LMS

- ## SetBookmark(location)
  Stores a location in the LMS that can be used as a bookmark when returning to the game

- ## SetNormalizedScore(score)
  Sets a normalized score in the LMS

- ## SetSatisfaction(success)
  Sets pass/fail in the LMS

Demonstration

Status

- Prototype complete for I/ITSEC
- Continued development:
  - Additional static methods
  - End-user documentation
  - Error handling
  - SCORM package templates
- Open source release in Dec 2011

Questions

Jonathan Poltrack
jonathan.poltrack.ctr@adlnet.gov
Twitter: @jonopoltrack

Rob Chadwick
rob.chadwick.ctr@adlnet.gov
Skype: robert.c.chadwick